
Subject: MVD not visible

Posted by [Lars Schmitt](#) on Fri, 05 Feb 2010 10:28:20 GMT

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Hi everyone,

I hope that's not a stupid beginner's question:

I created a geometry based on the macro `sim_complete_stt.C` and try to visualize with the `drawGeo.C` macro.

It looks nice (apart from some details I don't want to discuss now) but the MVD is completely absent although it is apparently loaded: At the initialisation stage "RTDB container factory PndMvdContFact" is printed.

Also in `sim_complete_stt.C` the MVD is clearly present, where it is initialized via:

```
Mvd->SetGeometryFileName("MVD_v1.0_woPassiveTraps.root");
```

Any clues what's going wrong?

Thanks for the help.

Cheers,

Lars

Subject: Re: MVD not visible

Posted by [Lars Schmitt](#) on Fri, 05 Feb 2010 10:31:12 GMT

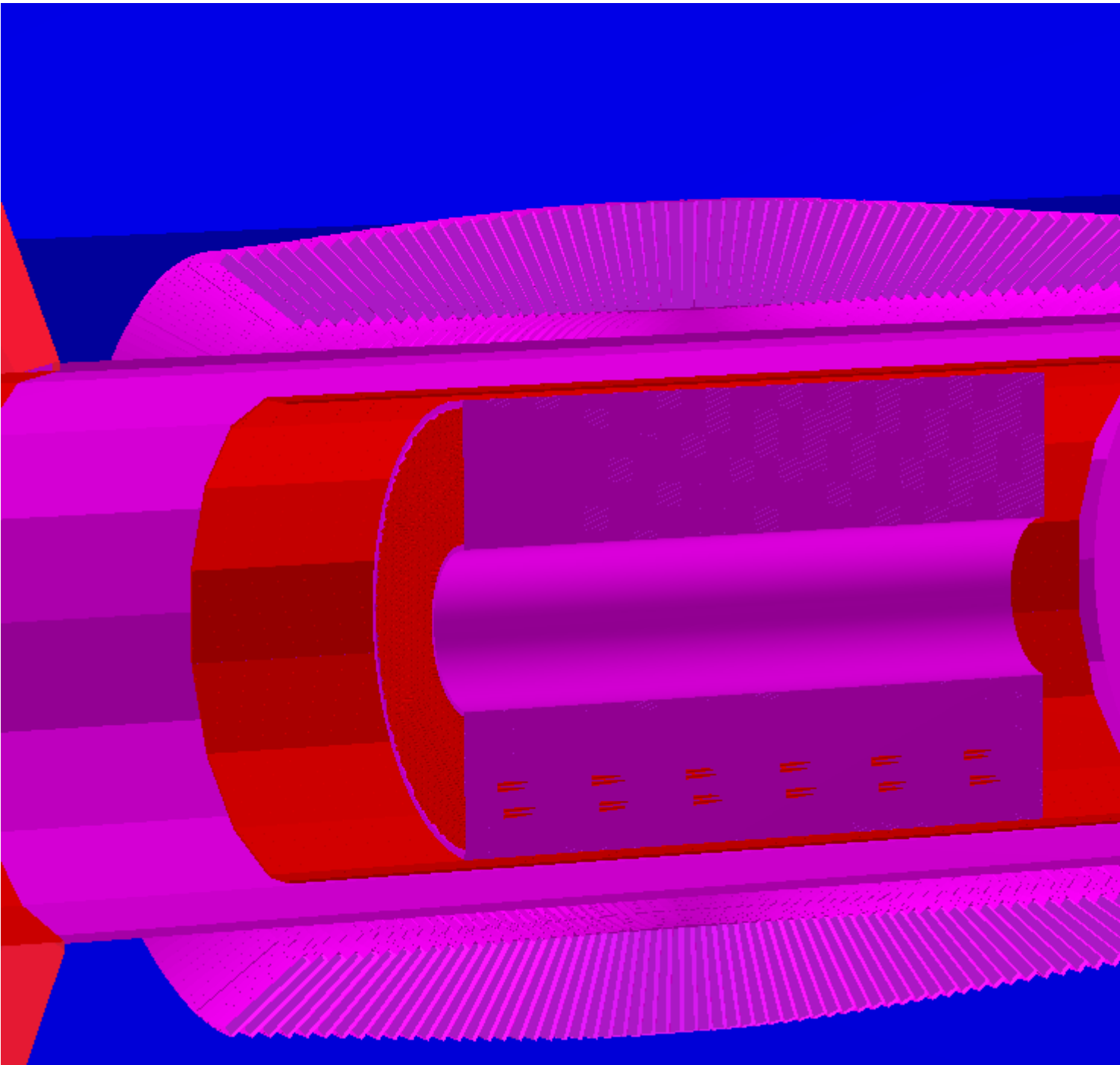
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Just for completeness here a picture.

Lars

File Attachments

1) [viewer.png](#), downloaded 972 times



Subject: Re: MVD not visible
Posted by [Tobias Stockmanns](#) on Fri, 05 Feb 2010 10:34:50 GMT
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Dear Lars,

the problem ist the VisLevel(3) setting in the macro. The vis level tells you down to which hierarchy level a geometry is drawn.
Change it to 10 and it should work:

```
gGeoManager->SetVisLevel(10);
```

Cheers,

Tobias

Subject: Re: MVD not visible

Posted by [Lars Schmitt](#) on Fri, 05 Feb 2010 10:37:37 GMT

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Dear Tobias,

Thanks for the fast help. I had tried level 4, but that did not change it.

So I was right: It was a beginner's question

Many thanks again.

Cheers,

Lars

Subject: Re: MVD not visible

Posted by [Lars Schmitt](#) on Mon, 08 Feb 2010 13:58:13 GMT

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Hi Tobias,

One more follow-up: I would like to visualize events in the MVD using Eve. I started with the eventDisplay.C macro but again cannot see the MVD. I can see hits of previously simulated events, even for the MVD, but not the detector itself.

Trying to do `gGeoManager->SetVisLevel(10)` does not work, since at each update it is reset somewhere.

I was trying your DisplayGeometry.C but there the event part is missing. There is no FairEventManager.

Any hints would be helpful. Thanks a lot in advance.

Cheers,

Lars

Subject: Re: MVD not visible

Posted by [Tobias Stockmanns](#) on Mon, 08 Feb 2010 14:55:50 GMT

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Dear Lars,

the problem is the same but the cure is different. You have to set the vis level for Eve and not for the GeoManager.

This can be done in the Eve Main Window. Open Scenes/Geometry scene/cave_1. Here you have the settings for VisLevel. Change it to 10 and it should work.

Cheers,

Tobias

Subject: Re: MVD not visible

Posted by [Ralf Kliemt](#) on Mon, 08 Feb 2010 16:42:47 GMT

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Hello,

There is the possibility to set the VisLevel to 10 by default:

In FairEventManager.cxx:54 the constructor TEveGeoTopNode(TGeoManager* manager, TGeoNode* node, Int_t visopt=1, Int_t vislvl=3, Int_t maxvisnds=10000); is called without providing a value for vislvl.

Changing this will influencd CBM. Is a higher VisLevel a problem there, Mohammad?

Just give me green light and I commit it.

Regards, Ralf.

Subject: Re: MVD not visible

Posted by [Stefano Spataro](#) on Mon, 08 Feb 2010 16:47:31 GMT

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With a high visualization level, drawing the geometry starts to become slow for some machines. I don't know if it is good to have a higher vis level by default, maybe only the user who wants to see particular details should set this flag by hands.

Just my opinion.

Subject: Re: MVD not visible

Posted by [Mohammad Al-Turany](#) on Mon, 08 Feb 2010 17:46:26 GMT

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Hi,

I would agree with Stefano, few months ago we had a default value 10 for the Vislevel, and with this some people had problems that some detectors in both PANDA and CBM need long time to display. So we have to find a convenient way to make it easier to change the vis level!

regards

Mohammad

Subject: Re: MVD not visible
Posted by [Ralf Kliemt](#) on Tue, 09 Feb 2010 07:30:42 GMT
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Well. Then I suggest to add a SetVisLevel() function to FairEventManager which has to be called before the FairEventManager::Init().

Ralf.
